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SNS-4D-USA

Dennis the Menace™

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VIDEO UPDATE
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Based on a motion picture screenplay written by John Hughes and directed by Nick Castle.



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Contents

Here Comes Trouble 2
Getting Started 4
Controls 6
Status Display 8
Level 1: Mr.Wilson's House 9
Level 2: The Park 10
Level 3: The Boiler Room 11
Level 4: The Sewer 12
Level 5: The Woods 13
Pick-Ups 14
Scoring 15
Hints and Tips 15
Limited Warranty 16

Here Comes Trouble

It's hard to see why Mr. Wilson doesn't appreciate having an aspirin shot down his throat with a slingshot. After all, Dennis, the overalled, over-curious kid from next door is only trying to help. He's crazy about Mr. Wilson (who he's driving crazy), and he says Mrs. Wilson is "the best old gal in the neighborhood." He loves to visit them and help out, only one thing always goes wrong...EVERYTHING.

After innocently putting mouthwash in Mr. Wilson's nasal spray, bathroom cleaner in his mouthwash and gum in his false teeth, it's not hard to see why Mr. Wilson's worried about what might happen to ruin the most important moment of his life. In front of the entire Garden Society, his rare orchid will bloom for just a few seconds and then die, after a 40-year wait.



But the whole town is unaware of the slimy thieving maniac who's lurking about.

Naturally, when Dennis finds Mr. Wilson's safe open and his valuable gold coin collection missing, he has to run to the garden and shout out the news. Too bad every eye is on Dennis when Mr. Wilson's rare orchid opens, shows its magnificence and withers. Needless to say, Mr. Wilson is furious, and he lets Dennis know in no uncertain terms that he doesn't want him around.

So Dennis decides to run away — but as he's leaving, he learns that his buddy Joey and his playmate-by-force, Margaret, are both missing! Can Dennis find and rescue his long-time loyal friend along with the doll-toting priss who calls him "the only man I ever loved"? Can he find Mr. Wilson's coins and return them? If he can do all that, everything will be great for everybody (except Switchblade Sam), and that's just how he wants it!

Getting Started



Make sure that the power to your Super NES is switched off. Insert the game pak, then switch the power on.

On the Title Screen, press START to begin the game or press the Control Pad Down to move the marker to OPTIONS. Then press START to go to the Options Screen.

On the Options Screen, use the Control Pad to move the selection arrow up and down. You may then alter the options by pressing the Control Pad left or right. When you have your desired setting, select EXIT to return to the Title Screen, where you can start the game.

The available Options are as follows:

LEVEL:

Easy and Hard. Easy has 17 levels of play and Dennis can take more hits before his courage runs out and he loses a life. Hard contains six additional

levels for Dennis to explore, but is not as generous with his courage.

REST:

You can set the number of lives that Dennis will have at the start of the game from one to nine.

KEY OPTION:

You may select the Control Pad layout that you prefer to control Dennis.

AUTORUN:

If set to ON, Dennis will run rather than walk when Left or Right is pressed. If set to OFF, controls are normal.

SOUND:

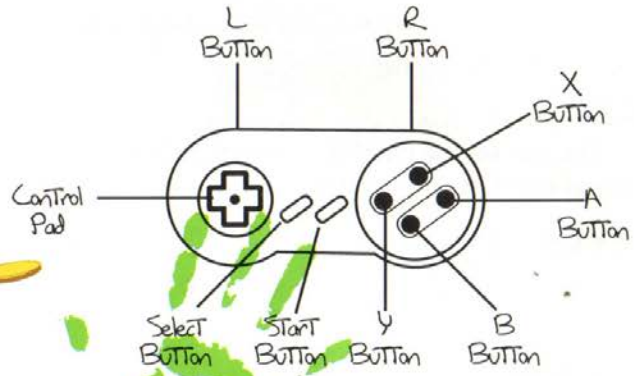
Toggles between Stereo and Mono sound.

BGM:

Plays tunes from the game.

Select EXIT to take you back to the Title Screen where you can start the game.

Controls



The Controls Are As Follows:

Control Pad Up: Enter Door/Climb Rope.

Control Pad Down: Duck.

Control Pad Left: Walk Left.

Control Pad Right: Walk Right.

Button B: Jump.

Button Y: Run (while walking left or right).

Button A : Fire current weapon.

Button X: Change weapon (once Dennis has collected more than one).

Button L: Scroll screen left.

Button R: Scroll screen right.

Buttons L or R + Down: Scroll screen down.

Buttons L or R + Up: Scroll screen up.

The last four buttons can be used to check out what hazards lie ahead or beneath Dennis' current position.

Status Display



The following are displayed at the top of the screen: Score, Lives, Time, Current Weapon and Dennis' Courage.

At the bottom is the number of Large Coins collected and number of Small Coins collected.

NOTE: All end of level guardians have a blue energy meter which is displayed at the bottom of the screen. Dennis also has a red energy meter displayed opposite the enemy meter.

Level 1: Mr. Wilson's

Dennis has to get the heck out of Mr. Wilson's house before he's caught and sent to bed. Mr. Wilson is madder than a hornet, and if he sees Dennis he'll chase him down. If he gets sent to bed, he'll have to start all over again. Before Dennis sneaks out, he has to find where Mr. Wilson hid his slingshot and peashooter. He's gonna need them real bad.

Oh, and Dennis had better pick up all the coins that Switchblade Sam dropped on his way out. He'll need those large coins to get to the next level. And there's one small coin, surrounded by spinning coins, which absolutely has to be picked up last — it's a marker for the end of the level.

Level 2: The Park



Sections 1, 3, 4 and 6

Hark, I thought I heard a lark in the park in the dark! All the night creatures are out in force: screeching birds, howling frogs and pesky bunnies. Dennis must find all five of the large coins while avoiding all obstacles in his path.

Sections 2 and 5

Here Ruff! Here Ruff! Dennis finds his dog Ruff ready to pull him in his little red wagon. He can reach the end of this section by avoiding more scary and crazy creatures, then using the wagon to reach platforms which are too high to jump to.

Betty Sue Dubrovski

Something super scary is lurking in the playground! It's big, mean Betty Sue Dubrovski. Dennis will have to dodge her as she swoops back and forth on her swing. At the same time, he'll have to shoot at her with one his trusty weapons. Watch out — when she swings herself into trees, she'll pummel Dennis with acorns.

Level 3: The Boiler Room



Of all places, a trail of coins leads Dennis into the cavernous and toasty Boiler Room, where he can't leave until he finds all the large coins. There are scenes from a year's worth of nightmares. Ick! Look out for fireballs, hot coals, dripping hot water and those nasty little fire goblins.

The Gym

Finally, a shortcut through the school gym – and there's Coach Beeferman, doing some late night exercising. But yipes, this psycho phys-ed freak wants to catch Dennis and make him do pushups! He's throwing medicine balls and rolling baseballs at Dennis all around the gym. Maybe a pea shot just right will put Coach out long enough for Dennis to escape. He'll have to use at least one of his weapons just right.

Level 4: The Sewer



Gag! The trail of coins leads Dennis down into the sewer beneath the streets, where there are globs of sludge just waiting to plop on him. But as for those large coins, well, he can't leave here without 'em.

The Fish

Gee, at the end of the sewer there's a large and disgusting fish blocking Dennis' only way out. He'll have to use the rotating platforms to hop around and dodge the fishy fish as it leaps out of the water. If Dennis can just stun the fish with one of his weapons, his way will be cleared for the final chapter of his adventure.

Level 5: The Woods

Dennis has got almost all of Mr. Wilson's coins, but his greatest challenge lies within the woods, where he must rescue Margaret and Joey from Switchblade Sam.



Switchblade Sam

The vile and deplorable, not to mention smelly, Sam has got Joey and Margaret tied to a tree. He's holding them hostage in case anyone tries to stop him from jumping the next train out of town with his load of stolen goodies.

Sam is not about to be foiled by a kid, so he pounds Dennis with a relentless barrage of hard red apples. Dennis' only chance to stun Sam into submission depends on using his faithful weapons well.

If Dennis can defeat Sam, Mr. Wilson will be eternally grateful – and Dennis will be the town hero!

Pick-Ups

Throughout the game, Dennis can pick up several items which will be helpful to him.

Extra Lives
These are obtained by collecting the "1-Up" icons found around the levels.

Water Pistol
Dennis has this at the start of the game. It can stun some enemies within the game – but not all of them.

Slingshot
This can be found in Mr. Wilson's house and is an excellent short-range weapon. It's very useful for hitting targets below Dennis' current position.

Pea-Shooter
This is also hidden in Mr. Wilson's house, and no small boy would be complete without one! It has a longer range than the slingshot, as it fires in a straight line.

Courage
Dennis can collect the wrapped pieces of candy to replenish his courage meter.

Scoring



Points are awarded as follows:

Removing Enemies: 250 points

Big Coin Collected: 5000 points

Small Coin Collected: 500 points

Level Complete: 10,000 points

Hints and Tips

- Dennis should look before he leaps! Scrolling the screen can reveal the obstacles around his current position.
- Study the movement of Dennis' opponents and avoid them accordingly. Haste can be costly!
- If Dennis makes contact with any opponent, he can use his momentary invulnerability (when he flashes) to gain ground or to reach a safer position.
- Different opponents are vulnerable to different weapons, while some are invulnerable to all attacks. Be careful!

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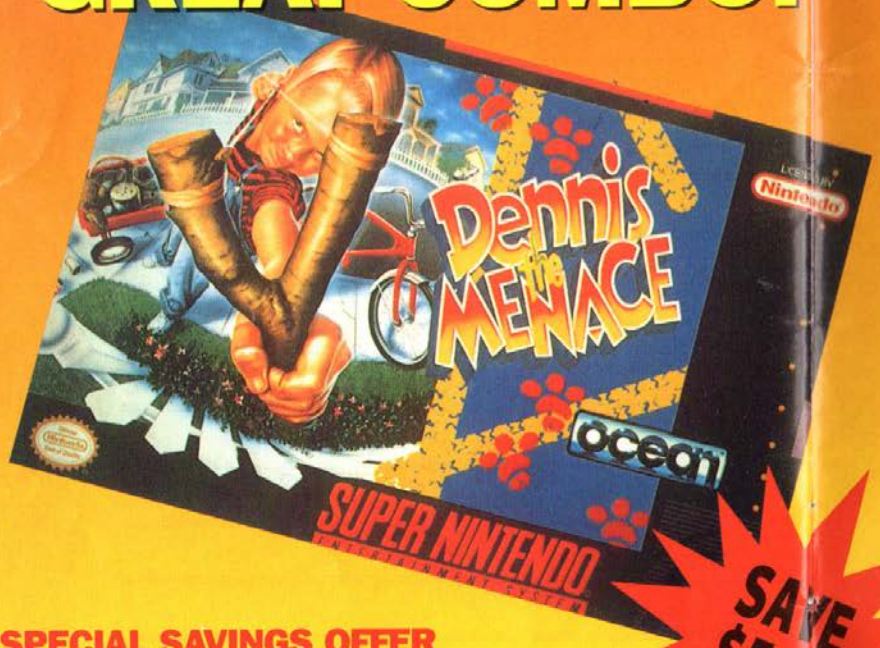
Notes



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